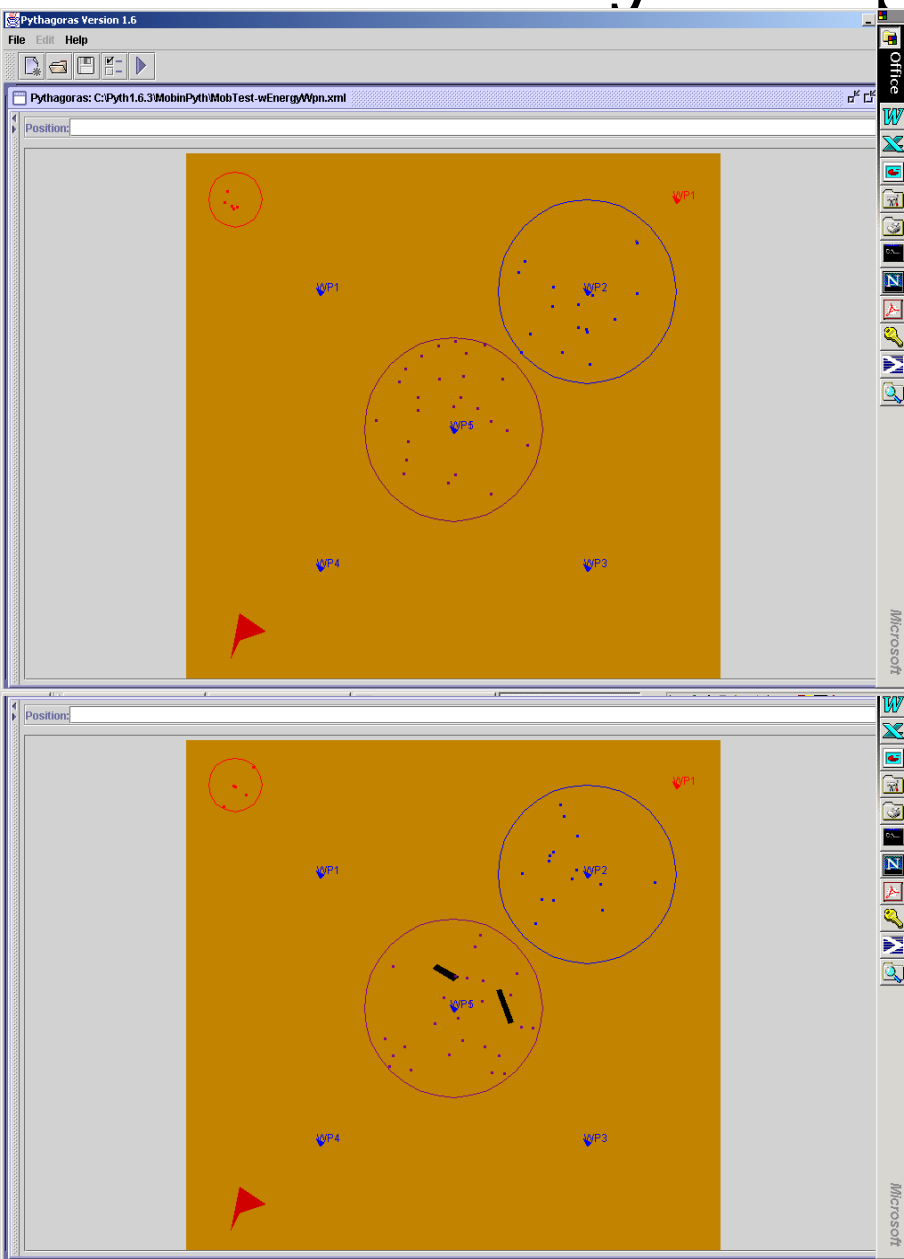# Pythagoras

- **Command Hierarchy**
  - **Fixed & charismatic leadership**
- **Physical Characteristics**
  - **Multi sensors**
  - **Multi weapons (lethal/non-lethal; direct/indirect)**
  - **Communications**
- **"Personality Traits"**
  - **Movement desires toward enemy, unit, final objective**
- **Multi triggered states**
  - **User defined alternate behaviors**
- **Multi "Sidedness"**
  - **Multi color affiliations possible - up to 256^3**
  - **Categorized by unit, friendly, neutral, enemy**
  - **Color changes dynamically throughout scenario execution**
- **Terrain**
  - **Base terrain properties of mobility, concealment, protection, height**
  - **Terrain features with same property categories can overlay base**